START HERE!

This booklet will guide you through the first steps in the game. You don't need to read the whole rulebook to start playing the game.

In this booklet you will find:

- **Unboxing Instruction** (30-40 minutes) – page 1.
- **First Journey** (120-150 minutes) – page 3.

Start with the Unboxing Instruction below.

UNBOXING INSTRUCTION (30-40 minutes)

In the *Dragon Eclipse* box, you will find quite a few packs of cards. Before you open them, follow the steps below to unbox the game. It should take you about 30-40 minutes to complete.

1. Empty all card trays.
2. Unpack the dividers. Place the small ones aside for now.

3. Open pack *1.1 All Mystling cards*. Do not change the order of the deck (if the cards get disorganized, sort them in ascending order by the numbers in the upper left-hand corner).

   Note: The separator cards tell you what is inside the pack, which side is Front and which is Back. Always place packs Front-side up on the table.

4. Remove the separator cards from the front and the back (you can throw them out, they aren't used in the game). Place the stack in front of you, so that the 1A card (Alukah) is on the top, facing up.

   Note: Each card has an ID in the upper left-hand corner. The front of a card has the letter "A" next to the ID. The back of a card is marked with the letter "B."

5. Now, you will sort the cards behind the Mystling dividers. Each Mystling has a few cards connected to it, which are marked with the name of the Mystling in the upper right-hand corner or in the middle top section of the card.

   Find the *Alukah* divider, place it in the tray (we suggest using the largest tray) and place all Alukah cards (5) behind it.

   Next, find the *Young Alukah* divider, place it in the tray (behind the Alukah cards and the divider you just placed) and place all Young Alukah cards (6) behind it.

   Follow the same process above for each Mystling until the deck is empty.

   Note: All Pulpin and Pinequeak cards are placed behind the *Firple* divider. Frightened Windraiser (pack 1.3) is placed behind the *Windraiser* divider.

   Then, open the *1.2 All Mystling cards* and follow steps 4 and 5 until the deck is empty.

   Repeat the same process for pack *1.3 All Mystling cards* until you reach card 225A (*Coerced Gaiadon*). Place it behind the *Gaiadon* divider. Place the next card (226A, *Gentled Vogandr*) behind the *Vogandr* divider. Place the Artios Taming card (227A) behind the *Artios* divider.

   Now, you should see Arena card 1 (*Mountain Pines*) in front of you.

6. Place the *Party* divider in the tray behind all the Mystling cards and dividers.
7. Find the *Arena cards* divider and place all Arena cards (starting with Arena card 1) behind it in ascending order. All cards from this pack should now be in the tray.
8. Open packs *2.1, 2.2,* and *2.3 – Mystling Action cards*. Remove the separator cards from the front and the back of the decks. Create one stack: place cards from pack 2.3 at the bottom, then cards from pack 2.2, and the cards from pack 2.1 at the top.
9. Place the card stack face up in front of you (so that the *Crescent Midnight* card is visible). This pack has Action cards assigned to Mystlings. Each Mystling has 6 Action cards marked with its name in the upper right-hand corner.
10. Place all *6 Alukah Action cards* behind the *Alukah* divider (after all the cards that are already behind this divider). Then repeat this process for each Mystling until all cards from this pack are in the tray.
11. Open packs *3.1* and *3.2 – Other Action cards*. Remove the separator cards from the front and the back of those decks. Create one stack: place cards from pack 3.2 at the bottom, and the cards from pack 3.1 at the top.
12. Place the card stack face up in front of you (so that the Fatigue card is visible). This pack has Fatigue cards, Starting cards (marked with the letter S), Advancement A (marked with the letter A), and Advancement B cards (marked with the letter B).
13. Take all *Fatigue* cards (5) and place them in the tray. These cards are not placed behind a divider.
14. Take all Starting cards (20) and place them aside for now. You will create Starting decks with them soon.
15. Find the *Advancement deck* divider and place it in the tray. Take all 30 Advancement A cards (marked with the letter A), shuffle them, and place them behind the *Advancement deck* divider.
16. Find the *Locked cards* divider and place it in the tray. Take all 30 Advancement B cards (marked with the letter B), shuffle them, and place them behind the *Locked cards* divider.
17. Take the Starting cards you placed aside. You can see that there are two copies of each card. Divide them equally into two decks, 10 cards each, creating two Starting decks. Each deck should have one copy of the following cards: *Desperate Attack, Focus, Guardian Stance, Hit and Run, Leap, Offensive Stance, Primal Shot, Pummel, Sprint, Synergy.*

18. Find the *Unlocked cards* divider and place both Starting decks behind it (you can separate them using a separator card if you want). The game will instruct you when to use them. All cards from pack 3.1 and 3.2 should now be in the tray.
19. If you have a Special Edition of the game, your Booster packs should already be packed – go to step number 24. Otherwise, open packs *4.1* and *4.2. Booster Action cards*. Remove the separator cards from front and the back of those decks. Create one stack: place cards from pack 4.2 at the bottom, and the cards from pack 4.1 at the top so that the *Wind Walk* card is face up.
20. Find the 10 Booster envelopes and place them in front of you.
21. You will create "Boosters" by inserting cards from the pack into the 10 identical envelopes. After this, each booster envelope should have 12 cards inside. The cards in front of you are prepared in a way that eases you through this process – take them one by one from the top of the deck. If you want to avoid spoilers, you can divide the cards by taking the top 12, insert them in a booster envelope, and repeat this process until the whole pack is empty. You can always make sure that the envelopes are set up properly by checking the list below.

    Note: The envelopes are not numbered, even though you will need to insert other Action cards into envelopes with specific cards in the next step. Lay down the envelopes from left to right on your table to make the next steps easier for you.

    - **Booster 1**: *Draining Nightfall (2), Solar Flash (2), Tide of Variety (2), Volcanic Surge (2), Geokinetic Grasp (2), Wind Walk (1), Malleable Light (1).*
    - **Booster 2**: *Airborne (2), Undying Light (2), Tectonic Timing (2), Hydraulic Pump (2), Fiery Rage (1), Set Ablaze (1), Ice Shard (1), Boulder Throw (1).*
    - **Booster 3**: *Restoration (2), Cast Weakness Aside (2), Eruption of Flames (2), Stoneskin (2), Blizzard (2), Curse Upon Us (1), Zephyr Speed (1).*
    - **Booster 4**: *Elemental Ball (2), From the Shadows (2), Mudfield (2), Droplet Aftersound (2), Rain of Cinders (2), Aegis of Light (1), Splintering Armor (1).*
    - **Booster 5**: *Kindling (2), Stomp (2), Starving Bolt (2), Wind Tunnel (2), Blinding Radiance (2), Combustion (1), Erratic Torrent (1).*
    - **Booster 6**: *Flaming Spear (2), Prickly Underbrush (2), Morbid Aura (2), Galeforce Strike (2), Searing Radiance (2), Lurking Shadow (1), Dive (1).*
    - **Booster 7**: *Stormborn Veil (2), Opalescent Bubbles (2), Adjusted Frequency (2), Sprouting Darkness (2), Skyward Assault (2), Cost in Blood (1), Veins of Earth (1).*
    - **Booster 8**: *Vine Tempest (2), Succumb to Darkness (2), Low Wavelength (2), Roiling Waters (2), Seeking Tendrils (2), Fire Bolt (1), Photosynthesis (1).*
    - **Booster 9**: *Dark Pact (2), Tailwind (2), Sundering Glare (2), Tempest Embrace (2), Fire Barrier (1), Magnetism (1), Eternal Waters (1), Melting Embrace (1).*
    - **Booster 10**: *Laminar Flow (2), Inner Light (2), Disrupting Shadows (2), Growing Flames (1), One with Armor (1), Ethereal Insight (1), Evoke Weakness (1), Luminous Infusion (1), Tasty Inferno (1).*
22. Open the pack with Foil Action cards. Place the card stack with the *Outburst* card face up.
23. Place the foil cards in the following booster envelopes. Each card has 1 copy. When you finish, pack 5 should be empty.
    - **Booster 1**: *Outburst*.
    - **Booster 2**: *Dark Portals*.
    - **Booster 3**: *Storm of Colors*.
    - **Booster 4**: *Lightning Strike*.
    - **Booster 5**: *Nature's Patience*.
    - **Booster 6**: *Fathomless Tide*.
    - **Booster 7**: *Burning Demise*.
    - **Booster 8**: *Galeforce Gambit*.
    - **Booster 9**: *Groundbreaker Slam*.
    - **Booster 10**: *Revitalizing Cascade*.
24. Open pack *6 Other cards*. Remove separator cards from the front and the back of this deck. Place it so that the *Fire Element Help* card is face up.
25. Place all Help cards (14) in the tray. These cards are not placed behind a divider.
26. Place all Mystery cards (13) in the tray. These cards are not placed behind a divider. Pack 6 should now be empty.
27. Place the *Mystling Encyclopedia* and *Removed* dividers in the tray. There are no cards behind them for now, but you will use them later in the game. If you have the Special Edition of the game, you will be using the Mystling Encyclopedia binder instead of the *Mystling Encyclopedia* divider.
28. Open pack *7 All Small cards*. Remove the separator cards from the front and the back of this deck. Place the cards in front of you so that the *Guiding Grass* Artifact card is face up.
29. Place all the Artifact cards (10), Item cards (20), Enemy Attack cards (24), Equipment cards (20), Tier cards (30), Corruption cards (6), Major Corruption cards (6), Secret cards (73), and Worldmap cards (17) in the tray.
30. Place the *Inventory* and Random Combats small dividers in the tray. There are no cards behind them yet.
31. Sort the tokens by type to make it easier to find specific ones during the game.
32. If you have the Special Edition of the game, set up the Mystling Encyclopedia Binder by inserting the cardholder pages in ascending order.

Congratulations! You are ready to start the game!

If you want to start the first Scenario now (120-150 minutes), follow the instructions in the First Journey (on the next page).

FIRST JOURNEY (120-150 minutes)

This guide will walk you through the first Scenario of the game. It will introduce you to the Adventure rules crucial to play the game and offer a First Combat guide (implemented in the first Scenario). You can play the First Journey both solo and with 2 players. Start by reading the Adventure rules, then follow the instructions in "Starting the First Scenario" (*page 9*).

- **Adventure rules** – page 3.
- **First Combat** – page 10.

ADVENTURE RULES

You must learn a few Adventure rules before starting the first Scenario. Read all the rules below (*pages 3-9*) and follow the instructions at the end of this section.

INTRODUCTION

A thousand years ago, a great catastrophe shook the world, nearly destroying human civilization. The few remaining texts from those times tell dreadful stories of large-scale floods, seas withered, and hills suddenly surging upward. All the sources mention ubiquitous darkness. The two moons obscured the sun and cast a deep shadow on the world.

But the world prevailed thanks to the Dragon Guardians, who repelled the darkness and restored balance to nature. Or at least this is what the legends say when they describe the omnipotent Dragons soaring the dark skies and fighting off the waves of evil, whatever the evil was.

Humanity survived and eventually rebounded. Soon, some became interested in mystlings – creatures having the ability to affect elements – and discovered that with a bit of trust and respect a bond could be formed with them. This bond allowed them to cooperate with the creatures and use their abilities to benefit both sides. Those people were named tamers.

Human ingenuity and the mystlings' talent to harness elements began to bear fruit. Villages and cities soon sprouted and flourished, and new, clever machines and installations began to crop up to ease the hardships of life.

Now, hundreds of years later, an unpopular group of scholars – astronomers – portend another twin eclipse. According to their calculations, both moons will line up with the sun, which will lead to another epochal catastrophe. But most people don't look up at the sky when the ground is still full of wonders and mysteries. They ignore the worrying predictions and carry on with their daily routines.

Are the astronomers right? Surely not. Life is peaceful, and it should remain just like that.

In *Dragon Eclipse*, you will take the role of a Tamer befriending and training Mystlings. *Dragon Eclipse* is a cooperative scenario-based game for 1 or 2 players.

Dragon Eclipse is played over a series of Scenarios. Each Scenario is a 2-2.5h one-time playthrough and is divided into two interconnected parts: Adventure and Combat. During the Adventure part of the game, you explore the world, visit different Locations, make impactful decisions, and progress the story. During the Combat part of the game, you encounter other Mystlings, fight against them, and try to Tame them.

The Scenario continues until the Adventure Journal informs you that it ends. While there is no way of losing a Scenario, your decisions, as well as failures and wins, influence the story and the outcome of the campaign.

The rulebook is written for solo play. 2 player rule exceptions are marked with a 2 icon. If you are playing solo, you can skip these sections.

GAME ORDER

Each game session is divided into 3 stages: Before the Scenario, Playing the Scenario, and After the Scenario. Since you don't need to learn "Before the Scenario" and "After the Scenario" rules yet, this booklet will focus on the Playing the Scenario stage.

PLAYING THE SCENARIO

The main stage of the game in which you explore Location maps, make various story choices, and fight and Tame Mystlings is divided into two interconnected parts that might be resolved in different orders:

- Adventure.
- Combat.

The Adventure Journal guides you through the whole Scenario and tells you when Adventure or Combat starts. The Scenario ends when you reach the sentence "Congratulations! You've reached the end of the Scenario" in the Adventure Journal.

Adventure

Adventures immerse you in the Adventure Journal, uncovering the narrative and thrilling adventures. You will be making choices presented by the Adventure Journal and Exploring Location maps.

Adventure Journal

The Adventure Journal is a book that contains the story as well as all the instructions that will guide you through the game. The Adventure Journal consists of Scenarios, each designated by a unique letter. Each Scenario contains Scripts identified by their unique number and letter corresponding to the Scenario.

For example, all Scripts from the first Scenario have the letter "A" before the Script number.

A2

You finally have time to look around. People are still scared, but there are only a few visible consequences of the tremor – a crumbling wall, a machine grinding unpleasantly, and flowerpots toppled from windowsills. All the mystlings gradually calm down.

Example of a Script from the first Scenario.

There are the two common Adventure Journal instructions that guide you from one Script to another:

- **Go to Script X**: open the Adventure Journal to the mentioned Script and start reading it.
- **Choose one**: choose one of the listed options and follow the instructions. You cannot choose an option if you don't fulfill its requirement given in parenthesis. These options always start with bullet points to differentiate them from other instructions.

Choose one:

- **Buy something** (spend 1 Silver) – draw 3 Items, gain 1 of them, and discard the rest. Then, choose again.
- **Buy some universal equipment** (spend 4 Silver) – draw 3 Equipment, gain 1 of them, and discard the rest. Then, choose again.
- **Speak with Slade** – go to Script C48.
- **Ask about mystlings** – *Maybe someone has an idea on what to do with the wild mystlings?* Go to Script C51.
- **Leave** – continue the Exploration.

If you only have 3 Silver, you may choose the "Buy something" option, but you cannot choose the "Buy some universal equipment" option as it requires spending 4 Silver.

: Decision token

Players make choices mutually. However, if they cannot agree, they use the Decision token. **All other Adventure rules remain the same as in the solo game**. All Secrets, Silver, Essence, statuses, Items, and Equipment belong to both players.

Decision token rules: At the beginning of a game session, give the Decision token to a random player. When players encounter a situation during the game when they cannot agree on something, the player with the Decision token makes the decision and then passes the token to the other player.

Status sheet and tokens

The game tracks your progress with the Status sheet. Each part of a specific status may only be gained once during the game. When a status is marked, you are considered to have that status.

- **Gain the "Y" part X status**: take the Status sheet and mark the corresponding part of it (*e.g., gain the "Empathy" part 2 status*).

Empathy _____ 1 2 3 4 5 6 7 8

When you are instructed to "Gain the "Empathy" part 2 status," you mark it as shown in the example above.

The game also tracks your decisions by placing tokens in front of you or on Location maps.

You cannot spend or discard these tokens on your own. The game checks if you have a specific token in front of you.

- **Place token X in front of you**: place the mentioned component in front of you with the specified side face up.
- **Place token X in slot Y**: place the mentioned token (A or B) in the correct slot on the Location map.

The Adventure Journal often checks if you have a status, if there is a token in front of you, or if you have a certain Secret.

- **If you have the "Example" part 6 status / If you don't have the "Example" part 6 status**: check the Status sheet to see if you have marked the mentioned part of the status. If you match the condition, follow the instructions. If not, check if there is another condition. There are often more than one condition – always check them from top to bottom. If you meet several conditions from the list, resolve only the topmost one.
- **If token X is in front of you**: check if you have the mentioned component and follow the instructions if you do.

Rewards and Penalties

During the Adventure, you receive many different rewards (like Items or Silver) and penalties (like damage or Fatigue). Below is a shortened list of things you can gain. The full list at the end of this booklet (*page 16*).

Silver

Silver is the currency in the world of *Dragon Eclipse*. You may spend it to unlock certain story options and purchase Equipment or Items.

- **Silver is a limited component** (max. 10).
- Silver is shared between players.
- When you gain Silver, place it near the Mystling tray.
- When you **discard** Silver, you must return it to the Silver pool. If you don't have the required number of Silver, discard as much as you can and ignore the rest.
- When you **spend** Silver, you must have that number of Silver. If the instructions tell you to "Spend 3 Silver to go to Script X" and you have only 2 Silver, you cannot choose this option.

Equipment

Equipment cards are powerful cards that offer unique one-time use abilities and/or permanent symbols that help you during the game (upper right-hand corner).

Equipment cards have:

1. **Symbols:** positive passive effects checked in the Adventure Journal.
2. **Name**
3. **Timing of when you can use it:**
   a. **Test:** you may use it anytime during a Test.
   b. **Anytime:** you may use it anytime during a Scenario.
   c. **Combat:** you may use it during your turn in Combat.
4. **Effect:** describes the effect upon use.
5. **Roguelite mark:** this mark is only important in the Roguelite mode. Ignore it during the Campaign.

Both Equipments and Items may have a icon, which indicates that you must discard a card to resolve its effect.

If you **have** the "**Light in the Shadow**" part **6** status, go to Script J3.
If you **have** the "**Eager Tamer**" part **5** status, go to Script J1.
Otherwise, *you briefly recap your adventures and explain what the purpose of your visit is* – go to Script J4.

Let's assume that the player has already marked the "Light in the Shadow" part 6 status and the "Eager Tamer" part 5 status. In the example above, they go to Script J3, since they meet the condition in the first line. They cannot go to Script J1 even though they also meet the condition from the second line since the instructions are resolved from top to bottom.

Symbols

Symbols provide advantages during Tests and in the Adventure.

There are 4 Equipment symbols:

Light Source: often useful in Scenarios where you explore dark places.

Food: commonly used when you are handling wild Mystlings outside of Combat.

Gear: represents climbing equipment useful when traversing dangerous terrain.

Tools: a wide range of different tools that may be handy while tinkering with machines.

Spend : Immediately resolve a chosen Test outcome.

You must spend an Equipment card with a symbol to use this bonus during the Test. However, using this bonus is optional.

, once per Test: You may add or subtract 1.

To use this bonus, you must have an Equipment card with a symbol. You don't discard the card to use it.

Equipment rules:

- **Equipment cards are limited to 2 at any time.** When you gain an Equipment, and you already have 2, you may use any of the 3 Equipment abilities if the timing allows. If you don't, immediately discard one of the 3 Equipment to have 2 remaining.
- 2 Equipment is shared between the players.
- Equipment is not assigned to Mystlings.
- You are considered to have Equipment symbols as long as you have Equipment with them.
- When you gain Equipment, draw a random card from the top of the Equipment deck and place it near the Mystling tray.
- When discard or spend Equipment, place it on the bottom of the Equipment deck.

Items

Item cards offer a variety of minor effects. They are similar to Equipment in terms of usage, but are more common and have less powerful effects. Items are used in two different ways: as small useful tools that can slightly aid you in Tests and Combats and to resolve Tests.

Item card have:

1. **Test Value:** a number used when resolving Tests.
2. **Misfortune** : a negative symbol used during Tests.
3. **Name**
4. **Timing of when you can use it:**
   a. **Test:** you may use it anytime during a Test.
   b. **Anytime:** you may use it anytime during a Scenario.
   c. **Combat :** you may use it during your turn in Combat.
5. **Effect:** describes the effect upon use.
6. **Roguelite mark:** this mark is only important in the Roguelite mode. Ignore it during the Campaign.

Item rules:

- **Items are limited to 3 at any time.** When you gain an Item, and you already have 3, you may use any of the 4 Items if the timing allows. If you don't, immediately discard one of the 4 Items so that you have 3 remaining.
- 2 Items are shared between the players.
- Items are not assigned to any Mystling.
- When you gain an Item, draw a random card from the top of the Item deck and place it near the Mystling tray.
- When you discard an Item, place it on the Item discard pile.

Tests

A Test is a quick, push-your-luck part of the game that uses Test Values of Item cards from the Item deck (not the cards you have gained). Tests are used to determine the results of some of the character's actions.

Every Test has a Test Table (see Test Example, next page). You may read the content of a Test Table before and during the Test resolution.

During the Adventure, you will often find instructions to "Perform the Test." The Test outcomes may be very different, but most often, they progress the story or give you a reward. When something goes wrong during a Test, it may result in penalties.

You use the Item deck during Tests. The only important information on the Item cards during a Test is their Test Value shown in the top left-hand corner and a icon that can be found on several cards.

The above Item has a Test Value of 1 and one .

To perform a Test, look at a provided Test Table. It tells you which results you might want to achieve (as a rule of thumb, you may assume that green outcomes are the good ones, gray are neutral, and you want to avoid the red ones). Above the Test Table are also modifiers that may affect the Test.

Most of the time, there will be negative consequences for drawing cards with . During the Test, you may use your Items with "Test" timing to modify your result.

Test order:

1. Reveal an Item card and place it in front of you.
2. Choose: end the Test or go back to step 1.

When the Value of all revealed Item cards reaches the last range in the Test Table, and you don't have any means to modify the result, immediately end the Test and resolve its outcome as described below.

When you end the Test:

1. Add up the values of all Items revealed during this Test.
2. Apply all the "At the end of the Test'' modifiers.
3. Place all Item cards used in this Test on top of the discard pile and resolve the outcome matching the value of the drawn cards.

Whenever the Item deck becomes empty, take all cards in the Item discard pile, shuffle them, and create a new Item deck.

Test Example

– Perform the Test.

At the end of the Test: If you **have** at least 2 👁, ⌛.

5 or less	*You eventually find a glass bottle with a bright substance. It must belong to Olin.*	⌛. Gain **Secret 02**. Go to Script A79.
6	*You find a glass bottle with a bright substance. It must belong to Olin.*	Gain **Secret 02**. Go to Script A79.
7	*You find a glass bottle with a bright substance. It must belong to Olin. Something else glints among the debris.*	Gain 1 Item. Gain **Secret 02**. Go to Script A79.
8 or more	*Everything here is shattered and useless.*	⌛. Continue the Exploration.

You have 1 Item that might be useful: Glazed Nuts. You are able to use its effect during the Test (but only its effect, not its Value).

1. *You start the Test. You reveal the first card (Rope), and it has a Value of 2.*
2. *You decide to reveal again, and the new Item, Ripe Nuts, has a Value of 3.*
3. *You decide to reveal another card. It is a Bottle of Magic with a Value of 3 and a 👁. Now, the total Value is 8, which would result in a negative outcome – it is not something you wanted.*
4. *You decide to use the effect of the Glazed Nuts: discard a card you just revealed (Bottle of Magic).*
5. *You decide to reveal again. The new Item, A Leather Pouch, has a Value of 1 and a 👁. The total Value of cards is 6 – not the best outcome, but you decide not to push your luck and you end the Test.*
6. *You remember to check the modifier at the end of the Test – it would apply if you had at least 2 👁. You fortunately have only 1 👁, so you don't ⌛ (the Time track and Time token are explained further in this booklet).*
7. *You place all Item cards used in this Test on top of the discard pile and resolve the outcome matching your result: you gain **Secret 02** and go to Script A79.*

Exploring Location map

When playing a Scenario, you will be presented with an opportunity to explore different Location maps.

Each map Exploration starts with a short setup using the following instructions:

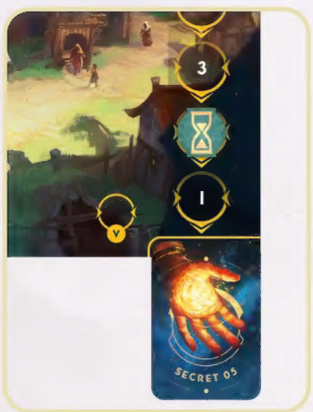
Open Map X: take the Location map book and open it so that only map X is visible. Then, place the Location map book in your play area.

Location maps show you the area you are currently exploring. Each Location map consists of:

Example of a Location map.

1. **Location map number:** used during Exploration setup to find the correct map.
2. **Script numbers:** possible places for you to visit.
3. **Slots:** used to place A/B tokens in them and track your decisions/changes during the Scenario.
4. **Time track:** used to track the passage of time.
5. **Event slot:** space for the Event (Secret card) connected to the Time track.

Place Secret X face down in the Event slot. Set / to Y: find the mentioned Secret in the Secret deck. Place it face down (without looking at it) in the Event slot. Then, take the Time token (it's a double sided token looking just like the icon) and place it showing the correct side (red or blue) in a slot with the number Y.



Secret 05 is placed in the Event slot, and is set to 2.

Then, the Adventure Journal will tell you to "Begin the Exploration." To do so, close the Adventure Journal and follow all Exploration rules.

Exploration rules

There is no specific round or turn structure during Exploration. You are free to take actions unless the Adventure Journal instructs otherwise.

During Exploration there is only one type of Action available – Read a Script.

Read a Script

Scripts are indicated by a letter and a number. You may go to and read any script visible on the map. Usually, but not always, Scripts are inside booklet icons. Others might be hidden in the illustration.

Script in a booklet icon.

Once you start reading a Script, you must follow all instructions written there. When the Script instructs you to "Continue the Exploration," close the Adventure Journal and return to the Location map.

Reading Scripts is free, meaning it does not consume any time or other resources, and the Adventure Journal often give you the option to leave a Script and choose a different one.

Choose one:

- **Search the rubble** – gain 1 Item. . Continue the Exploration.
- **Leave** – continue the Exploration.

If you choose the "Search the rubble" option, you gain an Item, but you also spend time. After that, you are instructed to continue the Exploration.

Time

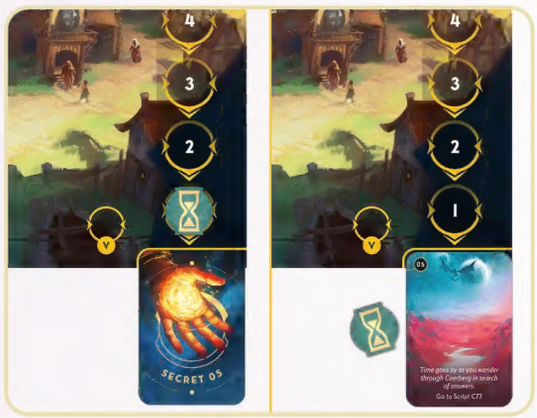
During Exploration, you may be instructed to spend time ⧗. This will, in turn, reveal the Event card, altering the situation on the map or even bringing the Exploration to an end.

When you are instructed to ⧗:

- **If the Time token is not in the last space, move it one slot down** (*e.g., from 4 to 3*).
- **If the Time token is already in the last space** (with the number 1), place it on the Event card.
- **If the Time token is on the Event card,** ignore that time progression.

Whenever the Adventure Journal instructs you to "Continue the Exploration" and the Time token is already on the Event card – discard the Time token and flip and resolve the Event card.

The instructions in the Script may often instruct you to *discard the Secret you just drew*. Whenever Secrets are discarded, they are always placed back in the Secrets deck.



You are instructed to ⧗ in the Adventure Journal. You move the ⧗ from space 1 to the Secret card (Event) and continue reading the Adventure Journal until it tells you to Continue the Exploration. Then, you discard the ⧗, flip the Secret, and follow the instructions written there.

The story provides hints about what might occur when the Event card is triggered. The side of the Time token also serves as a hint about whether or not you should hurry.

⧗ – the current Event ends the Exploration.

⧗ – current Event changes something (the story might hint at what might happen) but does not end the Exploration.

Lock/Unlock Script

Some of your decisions may unlock new options or lock the available ones.

- **Lock Script X**: take a Universal token ● and place it on the mentioned Script so that the token covers the Script. You cannot read Locked Scripts.
- **Unlock Script X**: discard the ● from a Script. It becomes available again.

End of Exploration

The Exploration ends when you encounter the "End the Exploration" instruction. When you end the Exploration, follow the steps below:

- Discard all Secrets from the Location map – place them back into the Secret deck.
- Discard the Event – place it back into the Secret deck.
- Discard all tokens from the map.
- **Do not** discard tokens and Secrets placed in front of you!
- Close the Location map book.

When the Exploration ends, the Adventure Journal instructs you what to do next.

Starting the First Scenario

Now that you are familiar with the Adventure rules, you can start playing the First Scenario. Read the following character introduction:

You are a child of the Moongur caretakers, a talented pair of tamers. They left early to serve the queen in the south, leaving you in the care of your aunt, Christine. Your talent for understanding mystlings manifested itself in your early years, and Christine decided that your best chance in life was to travel to Caerberg, the largest city in the province, to learn the craft there.

Since then, you have grown to become one of the most talented tamers. Some say that you are unique because you are the only one able to maintain bonds with two mystlings at once. Your talent was noticed by the Duchess of Caerberg, and, despite your young age, she nominated you to be chief tamer when the previous one retired. You are in charge of most Caerberg mystlings, and you train other tamers.

You cannot complain about your job or your life, but there is something missing. You yearn for the thrill of adventure, and the satisfaction of discovery. You want to encounter more mystlings, and you cannot stop marveling at those fantastic creatures.

Another secret dream you cherish is to encounter Dragon Guardians. You want to learn more about them. You wish to know if they are godlike beings, as the legends depict, or if they are "just" immensely powerful mystlings. Maybe, someday, you will be able to embark on a journey and see the wide world.

Now, open the Adventure Journal to page 2 and go to Script A0, then follow the instructions provided there. You can close the *Start Here!* booklet for now.

FIRST COMBAT

This First Combat guide will help you set up the encounter and walk you through a solo Combat step by step. Most of the rules are described in this booklet, although you may find some further explanations on the cards.

: Follow this guide together, choosing one of you as the participant in the upcoming Combat – solo play is similar to a cooperative one, and it will be easier for you to learn the game this way. At the end of this booklet, you will find the cooperative rules and how they differ from the solo ones.

Combat Setup

Setup for Young Emberling.

Usually, Combat is set up in the Adventure Journal. It tells you which components to use (see the example below). However, this tutorial will guide you step by step.

- Setup Combat
  - **Arena:** card **35**, map **2**.
  - **Enemy Windraiser:** cards **169** and **170**.
    Note: There are two Enemies behind the Windraiser divider. Make sure to use the Frightened Windraiser one.
  - **Major Corruption: A.**
  - **Modifier:** Gain 1 .
- Close the Adventure Journal and start the Combat.

A setup instruction in the Adventure Journal.

Prepare the Arena

1. Take the Arena book, open Arena 2 (the one without a icon), and place it in front of you. Leave some space for cards above and below it.
2. Place the damage tokens , Power markers , Elemental tokens, and Condition tokens next to the Arena (see, image below).

3. Place Arena card 35 in the designated space on the right-hand side of the Arena, with its non-PvP side up. Arena cards contain additional Combat rules (if any), and they reference Combat outcomes, which redirect you back to the Adventure Journal. This Arena card doesn't contain any additional rules.

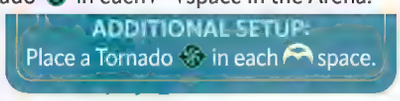
Prepare the Enemy – Frightened Windraiser

4. Place the Windraiser standee in space I in the Arena.
5. Take out cards 169 and 170 from behind the *Windraiser* divider. Notice that they are double-sided. Flip card 170 to the B-side (card 169 should be A-side up), and follow the setup instructions:
6. Place the Special Ability token in space 3 at the top of the Arena.

7. **Prepare the Enemy Attack cards (use the ones without 2 icon):** 2 with symbol, 1 with , and 1 with .

In standard Combat, you would shuffle them together, but for the purpose of this guide, arrange them face up in order, where is on top, then , and finally two at the bottom. Place the Enemy deck face up (so that you see the symbols) in the unnumbered small slot at the top of the Arena.

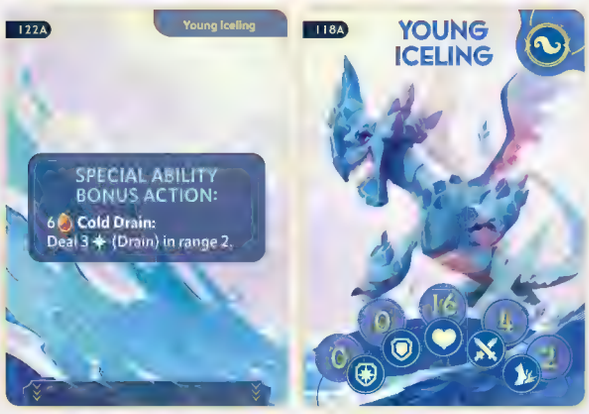
8. Resolve the Additional Setup rule and place 1 Tornado in each space in the Arena.



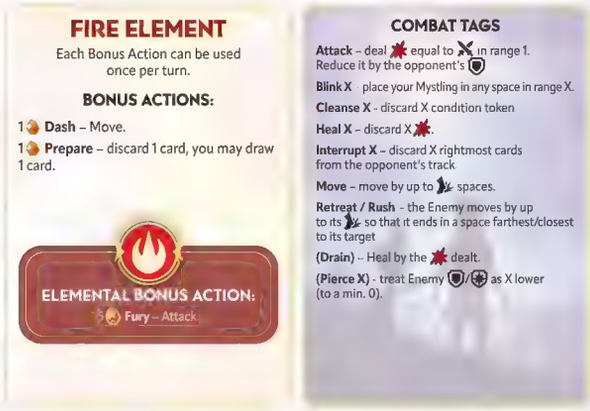
Some Mystlings use Elemental tokens as their special pieces in the Arena. In this case, represent Tornados. The black side of the Elemental tokens are used by Enemies, and the white ones by players' Mystlings.

9. Turn card 170 back to the A-side and place both the Enemy Stat and Enemy Ability cards (170A and 169A) on the left-hand side at the top of the Arena.

Prepare your Mystling – Young Iceling or Young Emberling



10. Place your Mystling standee (either Young Emberling or Young Iceling) in starting space II in the Arena.
11. Take out all of its cards from the Mystling tray except for the Story Quest card (67 or 123). Leave it in the tray, you won't need it now.
12. Place card 62 A-side up for Young Emberling or 118 A-side up for Young Iceling on the left-hand side next to the Arena.
13. Place the Ability card, 66 A-side up for Young Emberling or 122 A-side up for Young Iceling, next to the Mystling card so that they connect.
14. Take a Help card matching your Mystling's Element – fire for Young Emberling or water for Young Iceling. Set it aside with the *Bonus Action* side up. Also take the Combat Tags Help card.


FIRE ELEMENT
Each Bonus Action can be used once per turn.
BONUS ACTIONS:
1 Dash – Move.
1 Prepare – discard 1 card, you may draw 1 card.
ELEMENTAL BONUS ACTION:
5 Fury – Attack
COMBAT TAGS
Attack – deal equal to in range 1. Reduce it by the opponent's
Blink X place your Mystling in any space in range X.
Cleanse X - discard X condition token
Heal X – discard X.
Interrupt X – discard X rightmost cards from the opponent's track
Move – move by up to spaces.
Retreat / Rush - the Enemy moves by up to its so that it ends in a space farthest/closest to its target
(Drain) – Heal by the dealt.
(Pierce X) - treat Enemy / as X lower (to a min. 0).

15. The remaining cards are your Mystling's Action deck. Usually, you would shuffle them together, but for the purpose of this guide, **don't shuffle** them, and then set up the deck **face down** in the following order (cards separated with "/" belong to Emberling/Iceling – place only one copy of those cards there): *Sprint* (top), *Guardian Stance*, *Pummel*, *Synergy*, *Focus*, *Primal Shot*, *Offensive Stance*, *Flaming Bite / Sap Warmth*, *Lava Lash / Frostbite*, and rest of the cards (in any order, at the bottom). Place your Action deck in the bottom left slot on the Arena map.
16. Draw Action cards one by one and place them in the numbered slots to the right of the deck, starting from slot 4. **Whenever you are drawing cards, always place them from right to left.** These are your Action cards available for the first turn. The cards should be, from left to right: *Synergy*, *Pummel*, *Guardian Stance*, and *Sprint*.
17. Some Combats have modifiers, changing the starting conditions, which are usually the effect of your story choices. This particular Combat also has a modifier:

    Take one Power marker and place it on your Mystling card.

Congratulations! You are ready to start your first Combat!

RESOLVING COMBAT

Combat in *Dragon Eclipse* is a turn-based confrontation that takes place in an Arena. During a single Scenario, you may participate in multiple Combats.

Turns are taken alternately, starting with the player. Combat can end with you losing, winning, or Taming the Enemy.

To win, you must deal damage in the number equal to or more than the opponent's Health. Look at the Enemy card: Frightened Windraiser has 11 ♥. You lose the Combat if your Mystling loses all its ♥. Some Enemies can be Tamed, which leads to them joining you in your adventures, but you will learn about this later in the Scenario. The Frightened Windraiser cannot be Tamed.

The Player's first turn

You resolve your turn in the following order:

1. Using Bonus Actions (optional).
2. Resolving an Action card.
3. Using Bonus Actions (optional).
4. Draw cards.
5. End your turn and proceed to the Enemy turn.

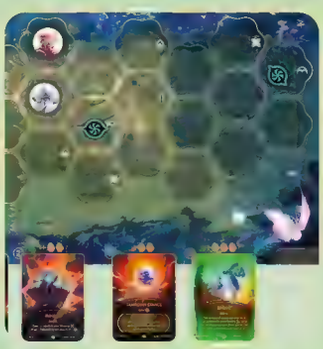
During your turn, you must resolve an Action from a card in any chosen slot. In addition, you may use gathered Power to perform the Bonus Actions listed on your Help card and your Mystling Ability card. You may use each Bonus Action once per turn before or after resolving an Action card.

Each slot has a corresponding number of Power visible above the card that you gain before resolving the card. The farther the card is on the track, the more Power you gain. It gives you an opportunity to play cards more strategically. Let's start resolving your first turn!

For your first Action, let's get closer to the Enemy. This will prepare your Mystling for the next round!

1. Choose the fourth slot with the Sprint card. Gain 3 and place them on your Mystling card – choosing cards is your main way of gaining during Combat.

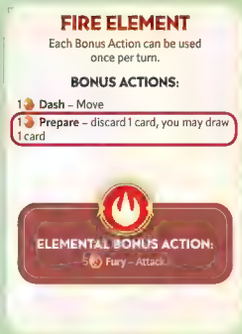
2. Resolve the Sprint card. Always resolve cards from top to bottom, left to right. This card allows you to Move. Your Mystling may move up to the number of spaces determined by its . In this case, your Mystling may move by up to 2 spaces. Move your Mystling by 2 spaces so that it ends above the Frightened Windraiser, as in the image below.



3. Place the Sprint card face up on the discard pile (the rightmost slot in the row).

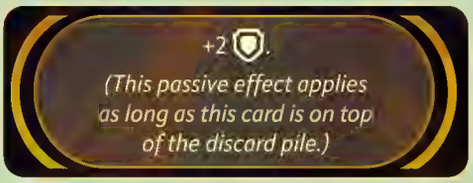
When planning your turns, you consider what the Enemy will do during its Activation (you can see its intention on the Enemy Ability card and the Enemy Attack card). If you are not sure what the actions on those cards mean, you can find their definitions on the Combat Tags Help card. This time, the Enemy will Attack, dealing damage to your Mystling, so let's prepare for that!

4. Spend 1 and use the Bonus Action **Prepare**.


FIRE ELEMENT
Each Bonus Action can be used once per turn.
BONUS ACTIONS:
1 Dash – Move
1 Prepare – discard 1 card, you may draw 1 card
ELEMENTAL BONUS ACTION:
5 Fury – Attack

Discard a card: put the *Guardian Stance* card (slot 3) on the discard pile. Draw a card: slide the *Pummel* and *Synergy* cards to the right (*Pummel* to slot 4 and *Synergy* to slot 3), draw a new card, and place it in slot 2 (this should be Focus).

Discarding means getting rid of the card from the track – do not gain any from the slot of the card and don't resolve the card effect. This is useful if you think the available cards are not helpful in your situation or if the card has a Passive Ability you want to use, as in this case!



While *Guardian Stance* is visible on top of the discard pile, you have additional Defense granted by its Passive Ability. It's one of many ways to prepare for the Enemy turn.

5. At the end of your turn, you normally slide the remaining cards on the track to the right, but you've already done that by using the Prepare Bonus Action, so there are no cards to slide. Then, fill the empty slots by drawing new cards – draw one card, as there is only one empty slot, and place it in slot 1 (the card should be *Primal Shot*). Keep in mind that you resolve this step every time you finish your turn.

Now it's time for the Enemy Activation.

The Enemy's first turn

The Enemy turn consists of comparing the symbol on the Enemy Attack card to the table on the Enemy Ability card and then resolving the matching effects.

When resolving the Enemy turn, you follow these steps (they are described below):

1. Slide cards. Draw an Enemy Attack card.
2. Resolve the Enemy Attack card.
3. Check and resolve Special Ability.
4. The Enemy turn ends. Resolve the player's turn.

170A
Frightened Windraiser
Attack +2. Attack.
Rush, Attack.
Deal 3 to each opponent within range 1 of a Tornado. Retreat.
SPECIAL ABILITY
Blink to a space with a Tornado that is farthest from the opponent.

There are two ways the Frightened Windraiser can hurt your Mystling: by Attacking or by dealing ranged . Attacking occurs only in range 1, meaning the Enemy must be in a space adjacent to your Mystling. Dealing always has a given range.

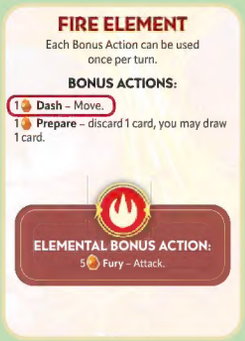
1. Place the top Enemy Attack card in slot 1. Then, look at that card and compare the symbol on it to the ones listed on card 170A (the Enemy Ability card) – the Enemy will perform actions next to the matching symbol. You always resolve all effects connected to such symbols, from top to bottom, left to right.

2. Rush indicates that the Enemy performs a Move in your Mystling's direction, but since they are standing next to each other, nothing happens.
3. Then, the Frightened Windraiser Attacks. Look at its Stat card 169A – the number next to the indicates how much damage your Mystling gets (3), minus its Defense (which in this case is 2, thanks to the *Guardian Stance* Passive Ability). Your Mystling gets 1 damage: take 1 damage token and place it on your Mystling card.
4. Flip the card in slot 1 face down.
5. Check if the Enemy Attack card is above the Special Ability token – there isn't one, so the Enemy doesn't resolve its Special Ability.

Congratulations! You have just finished the first round of Combat! Notice that a new Enemy Attack card is visible so you can predict what the Frightened Windraiser will do during its next turn.

The Player's second turn

1. Now you should Attack! Choose the *Pummel* card in slot 4.
2. Gain 3 from the slot and place them on your Mystling card.
3. Resolve the *Pummel* card effect – Attack. Your Mystling's is 4, and the Windraiser's Defense is 0. Put 4 Damage on the Enemy card.
4. Discard the *Pummel* card.
5. Now, let's move away from the Enemy. It will Attack with a +2 modifier, so it's better to stay away. Use the Bonus Action Dash from the Fire Element Help card. Spend 1 and move two spaces to the right, as shown in the image below.


FIRE ELEMENT
Each Bonus Action can be used once per turn.
BONUS ACTIONS:
1 Dash – Move.
1 Prepare – discard 1 card, you may draw 1 card.
ELEMENTAL BONUS ACTION:
5 Fury – Attack.

6. End of turn – slide the *Synergy*, *Focus*, and *Primal Shot* cards to the right and fill the empty slot with a new card from your deck (*Offensive Stance*).

The Enemy's second turn

1. Slide the Enemy Attack card from slot 1 to slot 2.
2. Place the top Enemy Attack card in slot 1. Look at the card and compare its symbol to the ones listed on card 170A.
3. Attack +2 means that the Windraiser would attack for 5 damage total, but nothing happens since it isn't adjacent to your Mystling.
4. Attack. This icon represents the Windraiser's advantage against an Mystlings. If you were playing an Mystling, the Windraiser would perform a second Attack. You can skip it because you have a (Young Iceling) or (Young Emberling) Mystling.
5. Flip the card in slot 1 face down.

The player's third turn

The next Enemy Attack only affect your Mystling if it's adjacent to a Tornado. Now your Mystling is safe and can attack from a distance using *Primal Shot*. But you can do something even better! Instead of simply using *Primal Shot* and gaining only 2, you may use *Synergy* to gain more .

1. Choose the *Synergy* card in slot 4.
2. Gain 3 from the slot.
3. Resolve the *Synergy* effect – **Trigger** means you can resolve an effect of another card. Resolve the effect of *Primal Shot* (don't gain from its slot!).
4. The Enemy is within range 2, so the deal effect can apply.
5. Deal 2 Damage to the Enemy, minus its Willpower, which is 0, so put 2 on the Frightened Windraiser's card – it should have 5 left.
6. Discard *Primal Shot*, and then discard the *Synergy*.
7. End of turn: slide the *Focus* and *Offensive Stance* cards to the right and fill the empty slots with new cards from your deck (*Flaming Bite* and *Lava Lash* for Young Emberling or *Sap Warmth* and *Frostbite* for Young Iceling).

The Enemy's third turn

1. Slide the Enemy Attack cards from slot 1 and 2 one slot to the right.
2. Place the top Enemy Attack card in slot 1. Look at that card and compare its symbol to the ones listed on card 170A.
3. Your Mystling is not in range 1 from a Tornado, so the first effect doesn't apply.
4. Retreat means that the Enemy will Move away from your Mystling using its full value. In case of a tie, you decide where it goes. Do that now.
5. Flip the card in slot 1 face down.
6. Since there is an Enemy Attack card above the Special Ability token, resolve the Frightened Windraiser's Special Ability (it's listed on card 170A). Place the Frightened Windraiser in the rightmost space with a token, as it is the farthest one from your Mystling. Blink means the Mystling is just simply placed in the given space. It's not considered moving.

7. Take all of the used Enemy Attack cards and place them in the discard pile (the slot to the right of the numbered slots).

The Player's final turn

A new type of cards have appeared in your slots! These are Mystling-specific cards that can be only used by the corresponding Mystling. They have effects matching their specific Element and the playstyle of that Mystling.

The Enemy is far away, so you want to prepare for ranged abilities. Depending on which Mystling is fighting by your side, you can win this Combat in many different ways. Your Mystling's Special Ability is expensive, but you have managed to collect enough to use it. Play this turn yourself. Try to finish closer to the Enemy and use your Special Ability to defeat the Enemy. If you are not sure how to achieve a victory in one turn, try to win in two turns or check the solution on page 15.

Hint for Young Iceling: Try using the *Flow* Bonus Action, which you haven't used before.

If the Enemy deck becomes empty at any moment:

- Gain 1 Fatigue, and place it on the top of your discard pile – Fatigue cards are not removed after Combat. They are stuck in your deck for the duration of a Scenario and can be removed either by playing them during Combat or by in-game effects during Adventure.

  Ignore gaining Fatigue during the First Combat! You're learning the ropes, and it shouldn't carry over into your game.
- **Reshuffle the Enemy Attack discard and create a new Enemy deck** – do not discard Enemy Attack cards from the track.

End of Combat

If you manage to deal enough Damage to defeat your opponent, congratulations! It's time to follow the instructions on the Arena card. Look at the bottom of the Arena card below "End of Combat." You have won, so you can go to Script A26 in the Adventure Journal. There, you will find information on how to clear up the Arena and how the story unravels after your win.

Now, it's up to you if you want to continue playing the Scenario or play this Combat again on your own, which we highly recommend!

If you do, follow the setup instructions from this guide with two changes:

- Shuffle together the Enemy Attack cards to create a random Enemy deck.
- Shuffle together your Mystling Action cards.

Two players rules

Each player controls their own Mystling. The turn order is slightly different since the first player resolves their turn first, followed by the second player, and then the Enemy resolves its turn, and so on. Some of the components are also designated for 2 players (they are marked with 2 player icon 2). Players also use the Taunt token to mark who will be the target during the Enemy's turn.

Taunt token.

Setup

- **Arena**: use the Arena marked with 2. That Arena has a slightly different layout and doesn't have a space for the Enemy Sheet.
- **Enemy Attack cards**: use the Enemy deck marked with 2. This deck has a slightly different layout containing information about the target. 2-player versions of Attack cards with the same symbol are not identical – when you set up an Enemy Attack deck using multiple cards with the same symbol, choose them randomly. *For example, when you set up a deck with 2 cards, take all 4 cards with and randomly choose 2 of them. Try not to look at their fronts while preparing the rest of the Enemy deck.*
- **Major Corruptions**: find and attach a Major Corruption card listed in the Adventure Journal to the opponent. Major Corruptions increase Enemy stats.

- **Starting spaces**: one player places their Mystling in starting space II. The other player places their Mystling in starting space III. Players should sit on the opposing sides of the Arena.
- **Help cards**: use Help cards marked with a 2 icon.
- **Assign the Taunt token**: choose which player receives the Taunt token.

Rules

- **Turn order**: the player with the Taunt token resolves their turn first, followed by the other player, and then the Enemy has its turn. Then, come back to the player that currently has the Taunt token, and so on.
- **Taunt change**: whenever a player deals to an Enemy during their turn, and they don't have the Taunt token, they take it from the other player. The Enemy will most likely target the player with the Taunt token during their next activation. Using this effect intentionally is a great strategy.
- **Lose condition**: players lose when one of their Mystlings has equal to or more than its .
- **Empty Enemy deck**: when the Enemy Attack deck runs out, only the player with the Taunt token takes the *Fatigue* card (regardless of the Enemy target).
- **Enemy target**: use the Enemy Attack cards with 2. These cards still show you what the Enemy will do, but you won't know which player will be targeted. The target is chosen after sliding and drawing cards – it is shown by the card that is on the top of the Enemy Attack deck. The Enemy resolves its attack treating the target as an opponent. If the Enemy effect says "Each opponent" then the effect applies to both players (otherwise, the non-target player is ignored by all the Enemy's actions). The target can be:
  - *Taunt:* the Enemy will target a player with the Taunt token.

  - *Other:* the Enemy will target a player who doesn't have a Taunt token.

Example solutions for the final round

Solution for Young Embering – play the *Flaming Bite* card. Gain 2 from the slot. Move 2 spaces toward the Enemy. The rest of this card's effects don't apply as you are too far away, but you are now in the exact range to use the Special Ability Firenova – spend 8, deal 6 minus the of the Enemy, which is 0. You have successfully defeated the Enemy!

Solution for Young Icefing – use the Bonus Action Flow: spend 4, move the Enemy 3 spaces toward your Mystling and Heal 1, which means that you discard 1 damage from your Mystling card. Play the *Sap Warmth* card. Gain 2 from the slot. Deal 2 minus the of the Enemy – put 2 damage on the Frightened Windraiser. The Drain effect doesn't apply here, as your Mystling is fully healed – normally it would Heal for the amount of damage dealt. Spend 6 to use the Special Ability Cold Drain, again deal 3 – you have successfully defeated the Enemy!

ADVENTURE TAGS

Damage

- is not a limited component. In rare cases when you do not have enough , substitute it with other components.
- **When you gain outside of the Combat, take that amount of and place it in the Mystling tray, assigning it to Mystlings** (you may split it between Mystlings as you see fit).

  Note: During the Adventure part of the game, you cannot assign to a Mystling if it would equal or exceed its stat (a Mystling cannot have less than 1 remaining during the Adventure). In such cases, you must assign the to the other Mystling. If both of your Mystlings are in this situation, ignore the excess .

Heal

- When you are instructed to **Heal X** outside of Combat, discard that many from the chosen Mystlings. You may split Heal between both Mystlings as you see fit.
- When you are instructed to Heal X and your Mystlings have fewer than the Heal value, Heal as much as you can and ignore the rest.

Fatigue

- Fatigue cards are a limited component, and Mystlings can have a maximum of 5 cards in total.
- When you gain a Fatigue, place it in the Mystling tray as a part of a chosen Mystling's Action deck. When you gain more than one Fatigue, you may divide them between your Mystlings.
- **When there are no more Fatigue cards available** (max. 5), and you are instructed to gain another Fatigue, gain 5 instead.
- When you remove a Fatigue, place it back in the Fatigue deck.

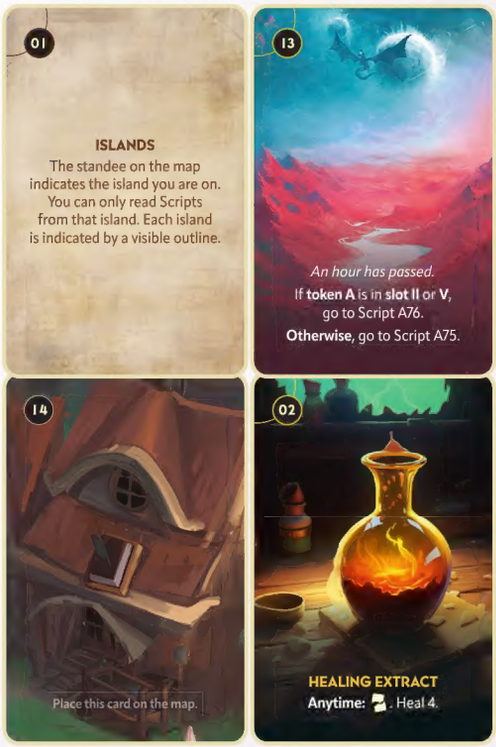
Power

- **Power is a limited component. Each Mystling can have a maximum of 10 at any moment** (a Mystling cannot gain if it already has 10).
- **When you gain outside of Combat, take that amount of and assign it to chosen Mystlings** (you may split it between Mystlings). Place in the Mystling tray.

Secrets

Secrets are important cards directly tied to the story. There are four types of Secrets: overlays, events, rules, and objects.

- When you gain a card that is a fragment of a map, an overlay, place it on the Location map so that it matches the illustration.
- When you gain an event, you will be instructed to place it face down in the Event slot.
- When you gain a rules card, place it next to the Mystling tray – its rules apply as long as the Secret is there.
- When you gain an object, place it next to your Items and Equipment – it works in the same way, but there is no limit to how many of them you can have. Some objects don't have any effects but are important to the story.
- When you discard a Secret, place it back in the Secret deck.
- Objects are saved between Scenarios.


01
ISLANDS
The standee on the map indicates the island you are on. You can only read Scripts from that island. Each island is indicated by a visible outline.
13
An hour has passed.
If token A is in slot II or V, go to Script A76.
Otherwise, go to Script A75.
14
Place this card on the map.
02
HEALING EXTRACT
Anytime: . Heal 4.

Example of different Secrets: rules card (1), event (13), overlay (14) and object (02).